CHIMERA

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THE GAME

The airlock shuts with a dull 'thud' behind you, and you are aboard the strange, silent craft; its weapon systems primed, and centred on Earth. Your task is to discover the inbuilt self destruct mechanism which is known to exist; initiate it, and if possible, escape prior to detonation. Other details regarding the mission cannot be assimilated at this time, but some further information regarding the self destruct system is given here:-

(i) The detonation sequence is initiated by a four stage integrated priming mechanism.

(ii) Each priming mechanism requires the completion of a multi-stage Disablement of Artifacts (DOA) sequence.

(iii) The first DOA sequence is known to require a spanner.

(iv) Attempts to initiate any of the priming sequences in the incorrect order will result in the termination of the operator, and cancellation of any previous missile priming orders.

Conditions aboard this craft are known to support life; finite supplies of food and water are present.

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN/STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be fo und in your Commodore 64 Manual.

PLAYING THE GAME

You control CHIMERA's movements with a joystick. Connect joystick to Port 2 on your Commodore 64.

A couple of hints:-

Always keep a keen eye on the scrolling message indicator.

Make a map.

Not all objects are completely visible from the main display.

A COVOX VOICEMASTER was used in the writing of this program, available from:-
Covox Inc., 675-D Conger St., Eugene, OR 97402, USA

F.IREBIRD

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